manipulating the selected graphic object into a [presumptive] geometric relationship with the underlying graphic object according to predetermined geometric rules; and

[maintaining] dynamically updating the [presumptive] geometric relationship based on movement of the graphic pointing symbol while the graphic pointing symbol remains within the predetermined proximity of the underlying graphic object.

17. (Amended) The method of claim 1, further comprising the step of:

unclinging the selected graphic object from the underlying graphic object to [float] move with the graphic pointing symbol when the graphic pointing symbol is moved a greater distance than the predetermined proximity from the underlying graphic object.

21. (Amended) A method of operating a computer aided design system, comprising the steps of:

providing at least one graphic object to be selected for insertion into a graphic design;

displaying and [floating] moving a selected graphic object with a graphic cursor moved within the graphic design; [and]

when the selected graphic object is within a predetermined proximity with respect to one or more underlying graphic objects, automatically manipulating the object into a [presumptive] geometric relationship with the underlying graphic object; and

dynamically updating the geometric relationship based on movement of the graphic cursor while the graphic cursor remains within the predetermined proximity of the underlying graphic object.

24. A presumptive mode computer aided design system for interactively manipulating and displaying a selected object according to predefined geometric relationships, comprising:

a display device for displaying a graphic environment;

memory for storing data, including:

a data base defining geometric relationships among graphic objects;

a plurality of graphic object files, each defining a corresponding graphic object and associated symbol for display in said graphic environment; and

a design file for incorporating a plurality of underlying graphic objects according to said geometric relationships;

a pointing device for receiving input from an operator; and

a processor coupled to said memory, said display device and said pointing device for controlling said graphic environment;

wherein the operator selects an object for insertion into said design file and manipulates a graphic cursor in proximity with one of said underlying graphic objects displayed in said geographic environment, wherein said processor [floats] <u>moves</u> said selected object with said graphic cursor and then manipulates said graphic object and said design file in to a [presumptive] geometric relationship when said selected object is within proximity with said one of said underlying graphic objects<u>, and wherein said processor dynamically updates said geometric relationship based on movement of said graphic cursor while said graphic cursor is within proximity of said underlying graphic objects</u>.